PARTIAL SUCCESSES

YES, BUT... (D66 or D6, or choose in context)

11. **COMBAT** The enemy doubles down
12. **COMBAT** The enemy flanks you
13. **COMBAT** You deal half DAMAGE
14. **COMBAT** You hurt a teammate too
15. **COMBAT** You trade DAMAGE
16. **COMBAT** Your weapon stops working
21. **GENERAL** You can't move right now
22. **GENERAL** You cannot finish it alone
23. **GENERAL** You deplete a resource
24. **GENERAL** You ignore something else
25. **GENERAL** You need more time
26. **GENERAL** You'll need to rest a moment
31. **MENTAL** Approximate calculations only
32. **MENTAL** More research is required
33. **MENTAL** Some information is lost
34. **MENTAL** You can't remember exactly
35. **MENTAL** You don't know why you're right
36. **MENTAL** You failed to account for...
41. **MOVEMENT** You drop an important item
42. **MOVEMENT** You go partially off-course
43. **MOVEMENT** You hurt yourself a little
44. **MOVEMENT** You must take a longer route
45. **MOVEMENT** You're now in harm's way
46. **MOVEMENT** You're stopped halfway
51. **SOCIAL** Disarm yourself immediately
52. **SOCIAL** That won't work again
53. **SOCIAL** You must prove yourself
54. **SOCIAL** You must provide compensation
55. **SOCIAL** You need to make a hard sell
56. **SOCIAL** You'll be watched constantly
61. **WEIRD** A trait behaves erratically
62. **WEIRD** Turn on your teammates
63. **WEIRD** You begin losing your grip
64. **WEIRD** You get a bad nosebleed
65. **WEIRD** You slowly develop a new trait
66. **WEIRD** You're struck by lightning